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Examiner: Paul A. D'Agostino

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Title: GAMING MACHINE WITH AUDIO SYNCHRONIZATION FEATUREFOR DISCUSSION ONLY
NOT FOR ENTRYIN THE CLAIMS

1. (Proposed Amendment) A system comprising:

a gaming machine configured to conduct a wagering game, the gaming machine comprising:

a memory structure configured to store an audio file associated with the wagering game, the audio file including ~~a marker and~~ an audio sequence with one or more markers placed within the audio sequence; and

a controller operative to play the audio file, including playing the sequence and initiating a wagering game-related event in response to detecting the marker, the event being pre-associated with the marker.

(Proposed New Claim) A method comprising:

reading an audio stream until a marker is encountered in the audio stream;

reading the marker;

accessing an association table, the association table including the marker and at least one corresponding command;

using the marker to determine the corresponding command; and

executing the corresponding command.

(Proposed New Claim) A method comprising:

accessing an audio stream, the audio stream including a marker identification;
reading the marker identification from the audio stream;
determining an associated animation sequence using an association table, the association table providing a mapping from a particular marker identification to a corresponding animation sequence; and
activating the associated animation sequence.